

SOCRATIVE

Background Information



- Download the **Socrative Teacher & Student App**:

<http://bit.ly/socrativeapp> on your devices **OR** navigate to the web site:

<http://t.socrative.com>

(You will need at least two devices--one for the teacher & one for the student. You can use the web site or the app.)

- **Open** the “Socrative Teacher” App or the web site:

<http://t.socrative.com>

- **Log in** with an email & password (Yes you must set up an account/register first)

- **Select** “Manage Quizzes” to begin creating your first quiz.

- Tap “Create a Quiz” and then **name the quiz**

- **Create your first quiz by doing the following:**

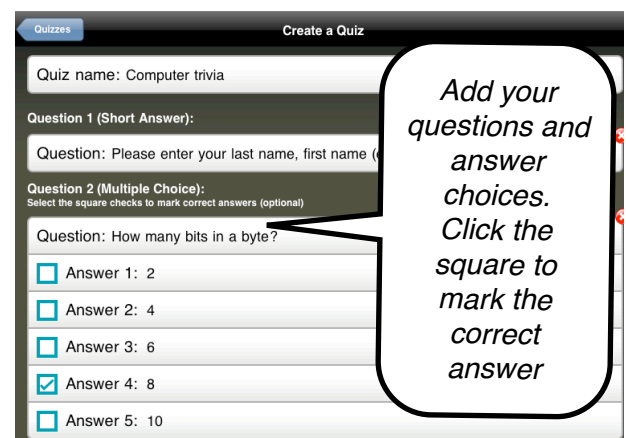
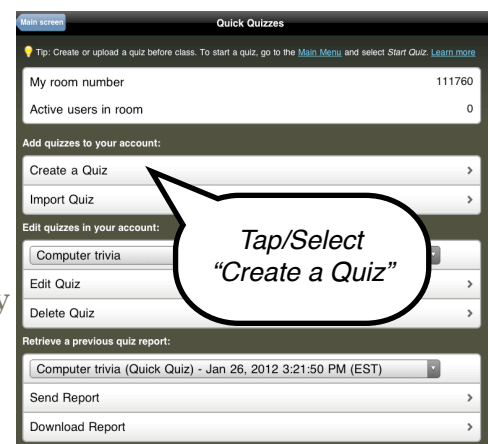
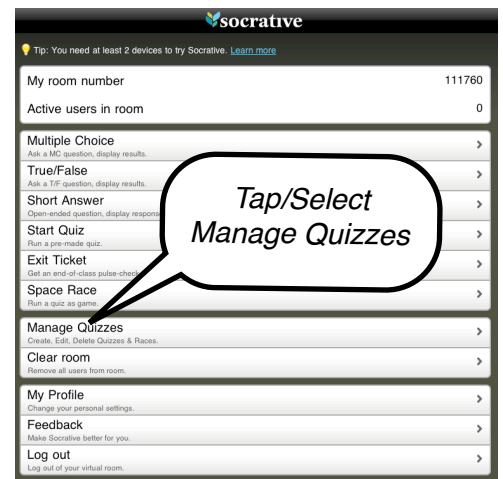
- Select between multiple choice or short answer.
- Type the questions and your answer choices.
- Tap the square next to the correct answer to mark correct answers.
- Continue adding questions (I usually like to limit these to 3-5) by selecting the question type and adding the answer choices and correct answer.
- Tap “SAVE” when you are done with your quiz.

- Tap the Main Screen button/icon in the top left corner

- Tap “Start Quiz” and make your selections:

- student-paced vs teacher-paced
- random answer choices
- immediate feedback/disable immediate feedback.
- live results

- End the Activity when students have finished answering.



SOCRATIVE LESSON IDEA

Best Practice Use: Use this app to check for understanding, as an exit ticket in the classroom, as a formative assessment tool, for student feedback during lessons.

Procedure:

Students will use their mobile devices to provide input or feedback during a lesson activity.

1. **Students download the Socrative Student App** (available for iPad, iPhone, Android, iPod) or use a device with the app downloaded. Students can also use laptops with a web browser and go to <http://m.socrative.com>
2. One the app or web site opens, the students enter the teacher's room number and tap "Join Room."
3. Teachers should open the Teacher app or open the teacher site: <http://t.socrative.com> and tap "Start Quiz" to begin their preloaded quiz.
4. Questions begin appearing once the teacher has started the quiz.

The image shows two screenshots of the Socrative app interface. The top screenshot is the 'Join Room' screen, which has a black header with the 'socrative' logo. Below the header, it says 'Please enter the room number:' followed by a text input field labeled 'Room number:' and a blue button labeled 'Join Room'. The bottom screenshot is the 'Quick Quiz' screen, which also has a black header with the 'socrative' logo. Below the header, it says 'Quick Quiz' followed by a text input field labeled 'Room number'. Below that, it shows a question 'How many bits in a byte?' with five multiple choice options: 2, 4, 6, 8, and 10. There are two callout boxes: one on the right side of the 'Join Room' screen that says 'Students open the app or the web address, add the room number and tap "Join Room"' and one on the left side of the 'Quick Quiz' screen that says 'Questions appear for the students to answer'.

Follow-up:

Now that you have completed this activity, brain storm other ways that you might use Socrative in the curriculum. Here are a few: as a lesson starter to review concepts from homework or the previous days lesson, to check for understanding as a lesson is presented, as a "Clicker" replacement, as an exit ticket at the end of the class/activity.

"How could you adapt this activity to work with your students?"